



Accreditation Council for  
Business Schools & Programs, USA



# IGNITE

THE MOST AWAITED  
**CULTURAL EXTRAVAGANZA OF THE YEAR**  
**THE ASBM NATIONAL TALENT FESTIVAL**

30,31 January, 2026



VENUE : SHIKSHA VIHAR, ASBM UNIVERSITY, BHOLA (CHANDAKA), BHUBANESWAR - 754012

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## VOICE OF IGNITE

### SOLO

Performance Time : 2-3 mins.

### GROUP

Participants : Maximum 6 in a group.

Performance Time : 10mins.

Preparation Time : 4mins.

No. of accompanists playing instruments : 3

### Guidelines for participants.

- The participants should bring their own instrument(s) if required for the performance.
- Participants will not be allowed to refer to the lyrics while singing.
- The choice of song is open. The song should not have any slangs or derogatory language.

## WAR OF BANDS

- All bands must contain a minimum of 4 members.
- Preparation Time - 5 mins.
- Performance Time - 15 mins.
- All bands must agree to have their name, voice, and/or likeness used in any advertising or broadcasting material relating to this contest without compensation.
- The entire performance must be violence-free and suitable for families.
- On the day of performance, band members must be dressed in clothing free from obscenities.
- Amps, and a sound system will be provided. All other equipments and instruments must be arranged by the band by their own.
- Band members are responsible for the security of their respective equipments.

## BGMI (Battlegrounds Mobile India)

### Pathway

- Creat 2 group (A, B) each- 16 teams
- Qualification matches- 2 each team
- From both group - 8 teams qualify
- Finals

### Point System-

Impact player- This rule should be followed throughout the tournament: Each team should choose one player from their team who will be considered as the Impact Player and the number of finishes of the Impact Player will be rewarded double.

### Tournament Guidelines

- Point system will be same as given by KRAFTON.
- Maps selected will be notified to the participants before the match.

## TREASURE HUNT

- Group event - Maximum 5 members.
- Each team has to announce a leader at the time of registration.
- Use of gadgets is prohibited.
- Time limit - 60 mins.
- A team must stay together. It cannot split up to find different clues.
- The Treasure Hunt consists of clues, each one leading to the next clue. A team cannot skip a clue. Each solved clue carries 10 points and final Treasure carries 50 points.

## QUIZ

- Participation in the quizzes is restricted to teams of 3 or fewer people. Cross-university teams are allowed.
- The Quiz consists of a written elimination round followed by on-stage finals for 5 qualifying teams.
- The finals are expected to consist of the usual rounds: infinite bounce, Audio Visuals, Connect, etc. The actual structure will be decided by the quizmasters.
- Use of any unfair means is prohibited and shall lead to immediate disqualification.
- The decision of the Quizmasters/Organizers shall be final and binding. Nothing personal but we need to run on a tight schedule.
- No team is allowed to spoil the stage.
- Participants must bring university id proofs for verification.
- Participants have to report on the registration desk 30 minutes before the start of the event.

**The following may lead to negative marking/ disqualification:**

- Any misbehaviour with other teams , organizing team, judges.
- Deviation from rules.
- Late arrival without a valid reason.

## RAP COMPETITION

- The participant must write an original rap verse/ song based on the aforementioned topic.
- The performance must not exceed 4 minutes.
- Artists must bring their own beat to which they will rap.
- The host university shall provide microphone, speaker, and cables that is required.
- The artist must not employ any explicit words in his/her lyrics. Usage of offensive language, slurs et Al. is strictly prohibited. Naming a particular person or a defined group of people (religions, castes etc.) is strictly prohibited. Usage of any socially objectionable language is strictly prohibited. Non-compliance of this rule is grounds for disqualification. Obscenity, at the discretion of judges, is not allowed and may lead to disqualification.

## FASHION FUSION

- It's a group event (8-15 members).
- Time limit : 10 mins.
- Theme : Create your own theme.
- Vulgarity is strongly prohibited.
- Any form of obscenity & biasness against any caste, community or religion will lead to disqualification.

## BEATBOXING

- The amount of time a competitor can beatbox is 3 minutes .
- All sounds must be generated live using the human voice or body .
- The decision of Judges and OC team is final .



## FREE FIRE

- It is a group event with a maximum of 4 members per team.
- Three matches will be held in the following maps: Bermuda, Purgatory and Kalahari respectively.
- Only registered players can participate, and all the players must be present offline.
- iPads and tablets are not allowed.
- Participants must take a screenshot of the results if needed.
- Players may use finger sleeves.
- Malpractice will not be tolerated.
- Teaming up is prohibited; any teams found doing so will be eliminated.
- Players are not allowed to leave their seats during matches.
- Misbehaviour, abusive language, and toxic behaviour will not be tolerated.
- Gun attributes will be disabled.
- All character skills are allowed.

## LET'S NACHO

### SOLO

Performance Time : Max 3 mins

### DUET

Performance Time : 3-4 mins.

### Group

No of participants : 3-6 members.

Performance Time : 3-5 mins.

### Note

- Songs should not have vulgar, sexually explicit or violent language.
- Songs should be given by the participants to the event head before the event.

## MARKFEST

- **Goal:** Develop marketing skills by creating and promoting an innovative product or service.
- **Judging:** Teams are evaluated Marketing/Presentation (60%), Innovation (30%), and Business Viability (10%).
- **Process:** Judges will interact with teams at their stalls and during a dramatic skit.
- **Awards:** The overall winner has the highest score across five categories and three main criteria, with a runner-up for the second-highest score.
- **Stall & Skit:** Teams must manage their stalls with decorations and music and present a skit to highlight their product's features
- **Skills:** Strong presentation skills are essential for convincing the judges.

## MODERN ART

- Theme will be given on the spot.
- You will get 1 A3 sheet each.
- You have to bring Your own colours. ( Any medium is allowed for example, water colour, crayons, colour pencils etc.)
- Time Limit: 2 hours

## FUN FAIR

A group of dynamic students have to develop their innovative ideas and showcase their entrepreneurial skills by trading. The more they trade, the more they get. During the 2 days of Ignite fest they have to set up their stalls and try their level best to market and sell them. The stall with greater sales and unique marketing approach will be awarded with prizes.

Stalls such as game stalls, photo booths, handmade jewellery stalls or any other handmade products stalls are to be entertained.

### Judgement criteria-

1. Marketing approach
2. Innovation and uniqueness in the service or product.
3. Revenue generated

### Rules -

1. The products and services should have a certain business name.
2. There should be a maximum of 5 people in the group.
3. The investment of the business should be done by the group and only the space for stalls will be provided by the university.
4. There will be a coordinator appointed for monitoring the functioning of each stall.
5. There shouldn't be any kind of lack in hygiene and no harsh behavior will be entertained.
6. All the revenue generated should be kept in the revenue box given by the university and will be given back to the business after counting.
7. There shouldn't be any discussion regarding the revenue generation among the stall owners and the revenue should be kept secretive.
8. The products should be at an affordable or subsidized price.
9. Food stalls are not allowed.

### NOTE

*Decisions of Judges shall be final and binding on all teams and no objections shall be entertained*



## IMPORTANT GUIDELINES FOR PARTICIPANTS

1. Registration for all the events can be done by filling the registration form provided with invitation mail or simply sending a mail to [ignite@asbm.ac.in](mailto:ignite@asbm.ac.in)
2. Registration fee ( Each event ) :  
**Solo** : Rs. 100 ( Rs. 50 for each additional event). **Duo** : Rs. 150 per event.  
**Group** : 3-4 members - Rs. 250 per event, 5-6 members - Rs. 300 per event, 7 onwards - Rs. 400 per event.
3. All the participants are required to carry valid photo ID card, duly authenticated by the Institute/University.
4. Participants are required to report at the venue at least one hour prior to the schedule time (i.e. 9 am).
5. Travel arrangement for the event is the responsibility; of the participating team.
6. The decision of the "IGNITE" Organizing Committee will be final and binding on all participants.
7. It is mandatory for all the participants to fill in the registration form before making a transaction.

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Scan to register

*For details or any information, please contact:*

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